Setup

User Manual

31.08.1996

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Software used:

Programs:	Microsoft Visual C++ (trademark of the Microsoft Corporation).
Help and User Guide:	Doc-To-Help (trademark of WexTech Systems, Inc.).
Installation:	InstallShield (trademark of Stirling Technologies, Inc.).
Database:	SOLID (trademark of Solid Information Technology, Ltd.).
Reports:	Crystal Reports (trademark of Seagate Technology Inc.).

CE

This equipment complies with the requirements in Part 15 of FCC Rules for a Class A computing device. Operation of this equipment in a residential area may cause unacceptable interference to radio and TV reception requiring the operator to take whatever step are necessary to correct the interference.

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Install

Overview

Minimum Computer Requirements

Pentium 90 MHz

16 MB RAM (32 MB recommended for Database)

20 MB free hard disk space (100 MB recommended for Database)

SVGA Colour Display: resolution 800x600 or greater, 256 colours

Windows 95

Serial Port

Parallel Port

Mouse Port

Mouse

The computer installed in the master desk should be as follows:

The computer should be in the horizontal position (not a tower model).

The power switch must be on the front panel of the computer.

The keyboard connection must be on the back panel of the computer.

The mouse connector must be on the back panel of the computer.

Upgrade/New Program

Use the same installation disks for both an upgrade from the old program and for the new version. If there is an old version in the same directory where the new version is to be installed, the old version will be moved to the \OLDMAIN directory. Only .SET and .INI files remain in the old directory. Those files may be used again (or may be changed with the Setup program).

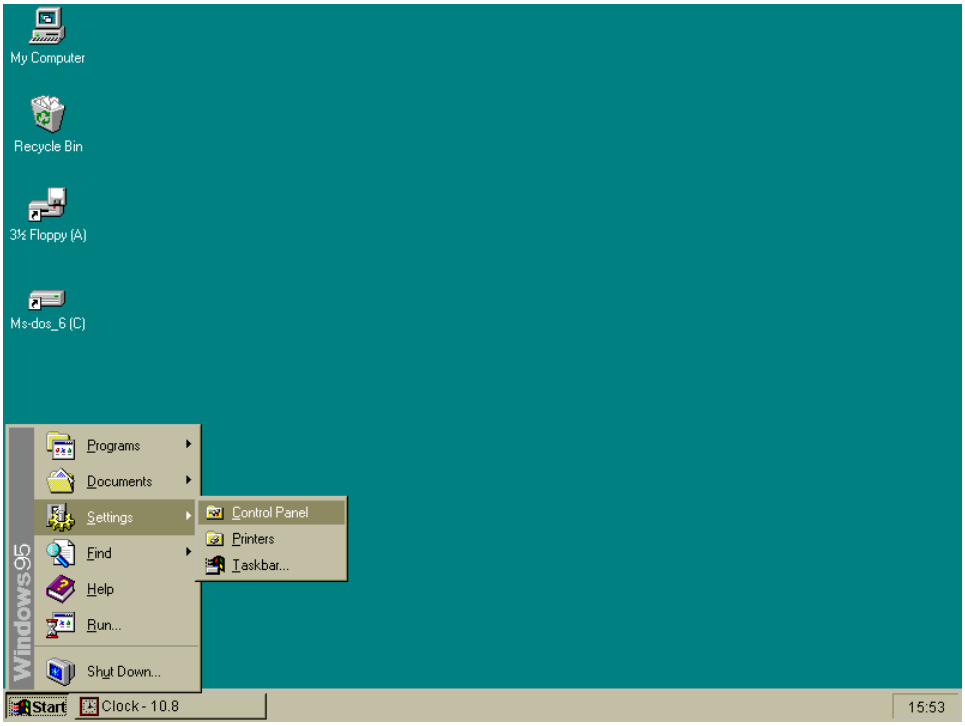
Optional Software: Remote Control and Dictionary

You can set up optional software for the program to enable teachers to use remote control functions and the dictionary directly from the main program. Remote control enables the teacher to contact and control student PCs.

Remote control and dictionary software are installed using their own installation programs. They should be installed before Setup. Define paths to the optional software in the Setup program. For the remote control program you should designate computers as follows: name for workstation 1 is WKS1, name for workstation 2 is WKS2 and so on.

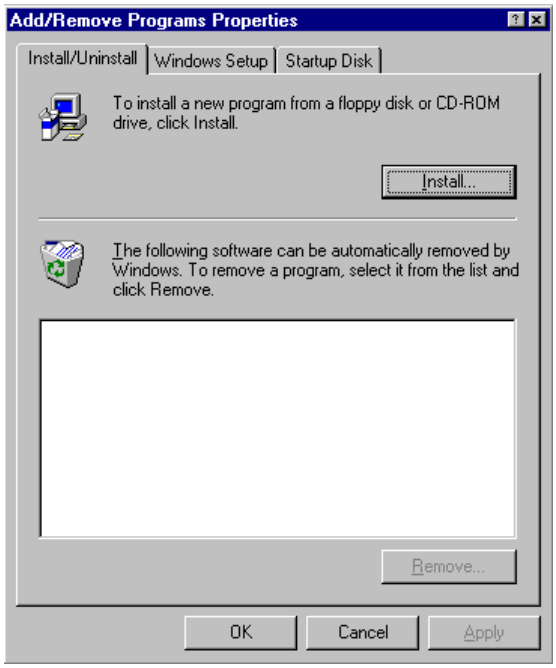
Begin Installation

1. Insert Disk 1 in the floppy disk drive (A or B).
2. From the **Start** Menu, select the Control Panel program.

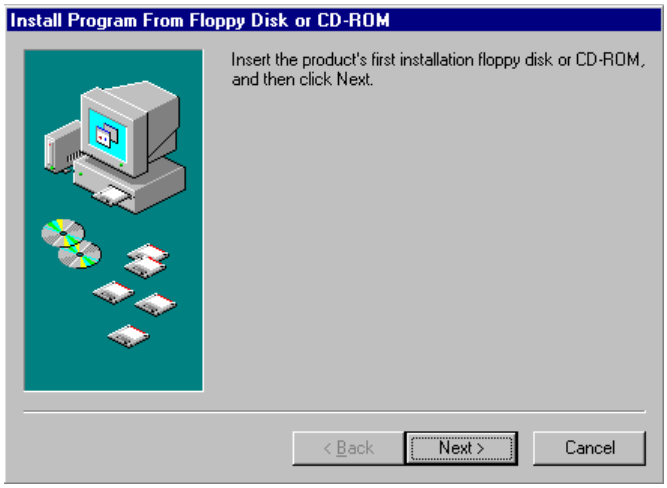


3. In the Control Panel, double-click on the Add/Remove Programs icon.

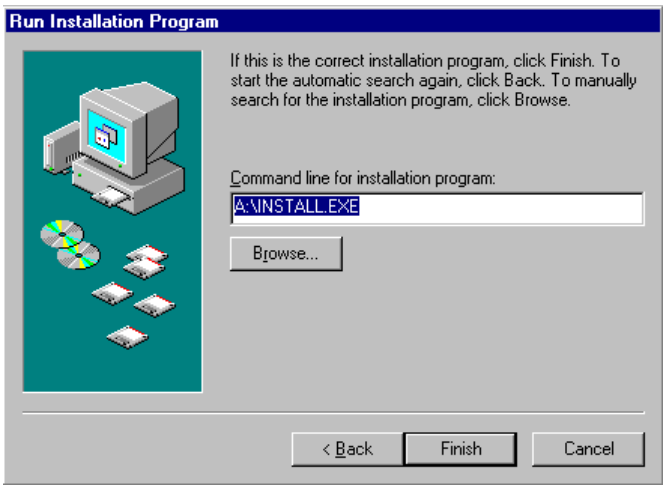
4. Click on **Install** in the Add/Remove Programs window to start the Add Program function.


Add/Remove Programs Properties
Install/Uninstall
Windows Setup
Startup Disk
To install a new program from a floppy disk or CD-ROM drive, click Install.
Install...
The following software can be automatically removed by Windows. To remove a program, select it from the list and click Remove.
Remove...
OK
Cancel
Apply

5. Click on **Next**, when the program searches for Disk 1 in the floppy disk drive.


Install Program From Floppy Disk or CD-ROM
Insert the product's first installation floppy disk or CD-ROM, and then click Next.
< Back
Next >
Cancel

6. Click **Finish** to begin the INSTALL.EXE program.


Run Installation Program
If this is the correct installation program, click Finish. To start the automatic search again, click Back. To manually search for the installation program, click Browse.
Command line for installation program:
A:\INSTALL.EXE
Browse...
< Back
Finish
Cancel

7. Follow the Install program instructions.

Installation of Program Files

The program first checks your computer's system resources (monitor colours, memory capacity and CPU). If there are less than 256 colours, less than 8 MB of memory, or if the CPU is a 286 or 386, the program notifies the user. It is possible to exit the installation program if system resources are insufficient.

If the program finds an old version, it will be moved to the \OLDMAIN directory. Only INI and SET files remain in the old directory.

The installation procedure is as follows:

1. Click **OK**, when the program asks where the main program is to be installed. The default directory is C:\LABMAIN. You can, of course, change the directory.

2. Click **OK** when the program asks where the Database is to be installed. The default directory is C:\SOLID.

3. If there is insufficient disk space, the program notifies the user and asks for a change of directory.

4. All the necessary files will be copied to the hard disk. The installation program notifies the user when Disks 2, 3, 4, 5 and 6 should be inserted.

5. The program checks for the existence of the ODBC.INI, ODBCINST.INI and CONTROL.INI files, and modifies them if necessary.

6. Installation is completed.

Copied Files

Details are given below of all files copied during installation. Installation Disks 1 and 2 contain all the files needed by the program itself and some ODBC support files. The remaining ODBC support files and Database files are on Installation Disks 3, 4, 5 and 6.

Install Disk 1

egdata.dll is copied to	LABMAIN directory
engine.exe is copied to	LABMAIN directory
labmain.bmp is copied to	LABMAIN directory
labmain.exe is copied to	LABMAIN directory
labmain.ini is copied to	LABMAIN directory
setup.exe is copied to	LABMAIN directory
video.dll is copied to	LABMAIN directory
video.mm is copied to	LABMAIN directory
video.nul is copied to	LABMAIN directory
video.vb is copied to	LABMAIN directory
video.vd is copied to	LABMAIN directory
video.wtv is copied to	LABMAIN directory

Install Disk 2

admineng.cnt is copied to	LABMAIN directory
admineng.hlp is copied to	LABMAIN directory
adminfin.cnt is copied to	LABMAIN directory
adminfin.hlp is copied to	LABMAIN directory
english.cnt is copied to	LABMAIN directory
english.dll is copied to	LABMAIN directory
english.hlp is copied to	LABMAIN directory
finnish.cnt is copied to	LABMAIN directory
finnish.dll is copied to	LABMAIN directory
finnish.hlp is copied to	LABMAIN directory
french.cnt is copied to	LABMAIN directory
french.dll is copied to	LABMAIN directory
french.hlp is copied to	LABMAIN directory
german.dll is copied to	LABMAIN directory
labdb.exe is copied to	LABMAIN directory
labdb.ini is copied to	LABMAIN directory
remote.exe is copied to	LABMAIN directory
russian.dll is copied to	LABMAIN directory
setupeng.cnt is copied to	LABMAIN directory
setupeng.hlp is copied to	LABMAIN directory
setupfin.cnt is copied to	LABMAIN directory
setupfin.hlp is copied to	LABMAIN directory
smip.dll is copied to	Windows directory
video.bmp is copied to	LABMAIN directory

vmc_api.dll is copied to	Windows directory
vsm.dll is copied to	Windows directory
vtc.dll is copied to	Windows directory
vwb.dll is copied to	Windows directory
vwb_clip.dll is copied to	Windows directory
vwb_hard.dll is copied to	Windows directory
winmem32.dll is copied to	Windows directory

Install Disk 3

crpe32.dll is copied to	Windows System directory
solid.db is copied to	Database directory
solid.lic is copied to	Database directory
student.bmp is copied to	LABMAIN directory

Install Disk 4

co2c40en.dll is copied to	Windows System directory
ctl3d32.dll is copied to	Windows System directory
d2hlnk32.dll is copied to	Windows Help directory
d2hnav32.exe is copied to	Windows Help directory
d2htls32.dll is copied to	Windows Help directory
extstudentinfo.crf is copied to	Report directory
extstudentinfo.rpt is copied to	Report directory
gradescale.crf is copied to	Report directory
gradescale.rpt is copied to	Report directory
implode.dll is copied to	Windows System directory
mfc30.dll is copied to	Windows System directory
p2sodbc.dll is copied to	Windows System directory
pincode.rpt is copied to	Report directory
pointsbystudent.crf is copied to	Report directory
pointsbystudent.rpt is copied to	Report directory
pointsbytest.rpt is copied to	Report directory
pointsbytest.crf is copied to	Report directory
pg32.dll is copied to	Windows System directory
studentinfo.crf is copied to	Report directory
studentinfo.rpt is copied to	Report directory
u2ddisk is copied to	Crystal Reports directory
u2dmapi.dll is copied to	Crystal Reports directory
u2fcr.dll is copied to	Crystal Reports directory
u2fdif.dll is copied to	Crystal Reports directory

u2free.dll is copied to Crystal Reports directory
u2frtf.dll is copied to Crystal Reports directory
u2fsepv.dll is copied to Crystal Reports directory
u2ftext.dll is copied to Crystal Reports directory
u2fwks.dll is copied to Crystal Reports directory
u2fwordw.dll is copied to Crystal Reports directory
u2fxls.dll is copied to Crystal Reports directory
u2lbar.dll is copied to Crystal Reports directory
u2ldts.dll is copied to Crystal Reports directory
u2lsamp1.dll is copied to Crystal Reports directory

Install Disk 5

bwcc.dll is copied to Windows System directory
cpn16ut.dll is copied to Windows System directory
ctl3dv2.dll is copied to Windows System directory
ds16gt.dll is copied to Windows System directory
ds32gt.dll is copied to Windows System directory
glcv31mw.dll is copied to Windows System directory
gldg31mw.dll is copied to Windows System directory
glfs31mw.dll is copied to Windows System directory
msvcrt10.dll is copied to Windows System directory
odbc16gt.dll is copied to Windows System directory
odbc16ut.dll is copied to Windows System directory
odbc32.dll is copied to Windows System directory
odbc32gt.dll is copied to Windows System directory
odbcad32.exe is copied to Windows System directory
odbccp32.cpl is copied to Windows System directory
odbccp32.dll is copied to Windows System directory
odbccr32.dll is copied to Windows System directory
odbcint.dll is copied to Windows System directory
olepro32.dll is copied to Windows System directory
pstuirw.dll is copied to Windows System directory
scliw16.dll is copied to Windows System directory
scliw32.dll is copied to Windows System directory
sdecw16.dll is copied to Windows System directory
snmpw16.dll is copied to Windows System directory
snmpw32.dll is copied to Windows System directory
sntbw16.dll is copied to Windows System directory
sntbw32.dll is copied to Windows System directory

solset32.dll is copied to	Windows System directory
solsetup.dll is copied to	Windows System directory
sshmw16.dll is copied to	Windows System directory
sshmw32.dll is copied to	Windows System directory
sspxw16.dll is copied to	Windows System directory
swsaw16.dll is copied to	Windows System directory
swsaw32.dll is copied to	Windows System directory

Install Disk 6

ctl3d.dll is copied to	Windows System directory
msvcrt20.dll is copied to	Windows System directory
msvcrt40.dll is copied to	Windows System directory
odbc.dll is copied to	Windows System directory
odbc.ini is copied to	Windows directory
odbcadm.exe is copied to	Windows System directory
odbccurs.dll is copied to	Windows System directory
odbcinst.dll is copied to	Windows System directory
odbcinst.ini is copied to	Windows directory
rcon.exe is copied to	Database directory
solid.exe is copied to	Database directory
solid.ini is copied to	Database directory
ssql.exe is copied to	Database directory
ssqlw.exe is copied to	Database directory

Setup

Overview

Before the Media Resource Centre can be used, an installation-specific system setup must be defined for the software.

Student Workstation Setup

The student seating order defines the location and number of student workstations on the master screen.

Student grouping defines the student groups at start-up. The default setting places all students in Group A.

Programme Source Setup (audio)

Parameters are defined for each programme source, by which the system distinguishes one programme source from another.

Each programme source is given a name by which the system recognises it.

The CER-3000 programme source connector number 'ties' a programme source to the hardware configuration.

The programme source type defines the features of the audio device to be used. The programme sources are divided into categories on the basis of their features and remote control options.

Video Network Installation

In configuring the video network, the number of VD2 units in use - to which student video monitors and/or local video equipment are connected - must be defined. Four student workstations may be connected to one VD2 unit. In addition, the number of student monitors and/or local monitors connected to a VD2 unit must be defined.

VD2 unit input and output numbers, student workstations corresponding to these, and video network video output numbers are also defined at this point.

Other Settings

The environment settings define issues relating to the equipment at the master workstation, which must be checked and adjusted as appropriate.

Database Setup

Here are the steps to follow to set up the database:

1. Create a class layout in the Class window and save the layout.

2. Use the Administrator dialog to register the first user in the database. This first user will have the privilege to modify all the data in the database. The Administrator can add new teachers to the database.

3. Use the Location dialog to add the current location name to the database.

4. Use the Workstation dialog to add all the workstations to the database

5. Save the location and workstation data to the INI file by selecting the **Save** command from the **File** Menu.

Grouping Students

Arranges the students into groups.

First click the Grouping button and then select students for each group by clicking the Group button in the Function window. Then click the icon representing each student you wish to add to that group.

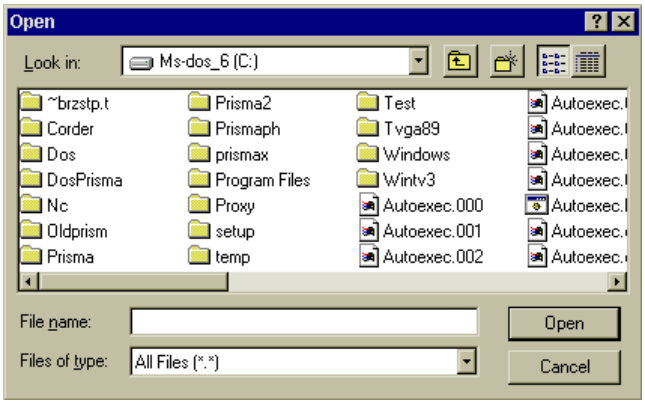
If you click the **All Students** button, all students are added to the selected group.

File Menu

The **File** Menu contains the maintenance and save commands for the Setup files. The Labmain program will automatically initialize the CER-3000 system (Restart function), when the settings have been saved in the Setup program

Open

The **Open** command opens the File Open window, to select the name (*.SET) of the file whose settings you wish to modify. When starting up the program, LABMAIN.SET will automatically be selected as the setup file.

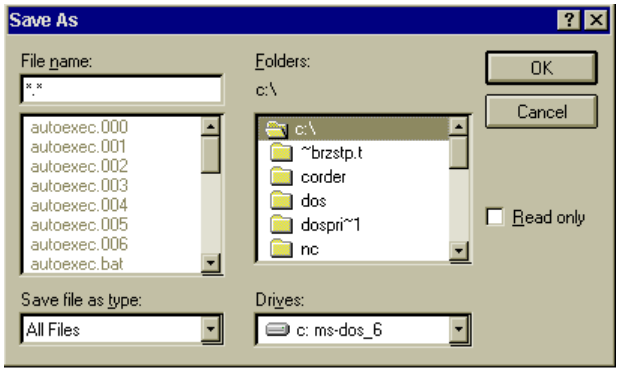


Save

To save the setup files (.SET) by their original names.

Save As

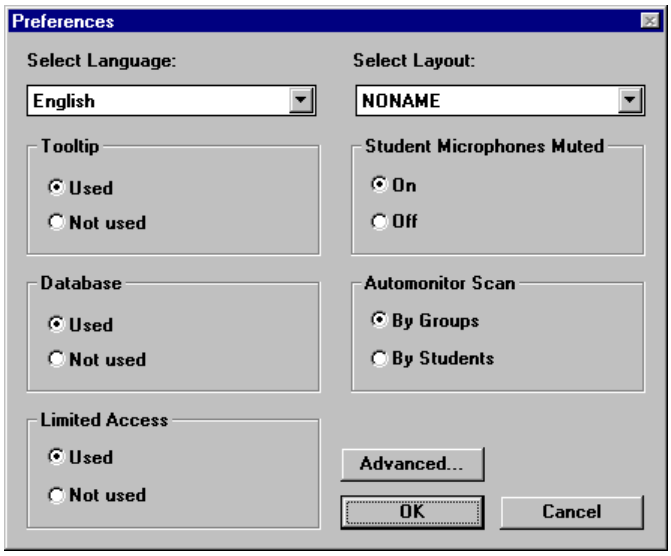
To save the setup files (.SET) using a newly selected name.



Preferences

To define the initial setup state of the program.

It is possible to tailor the program startup configuration to suit your own needs and tastes. Select **Preferences** in the **File** Menu to open the Preferences window in the centre of your screen.



Select Language offers the teacher the opportunity to select the user language.

Select Layout offers the opportunity to use different seating plans in the classroom.

Tooltips are to help users who cannot immediately remember the meaning of the icons in the toolbar. When a user wants information about a particular icon, he just moves the cursor over the icon and waits for a moment. A Help comment appears on the screen in a few seconds **Tooltip**s are turned on by clicking Used (default). Not Used is for users who no longer need Tooltip help.

Database may be turned on or off by clicking Used (default) or Not Used. If Database is Not Used, the **Database** Menu shows no accessible items.

Limited Access is either Used (default) or Not Used. If Used, students have Limited Access to their cassette recorders (in manual programme transfer).

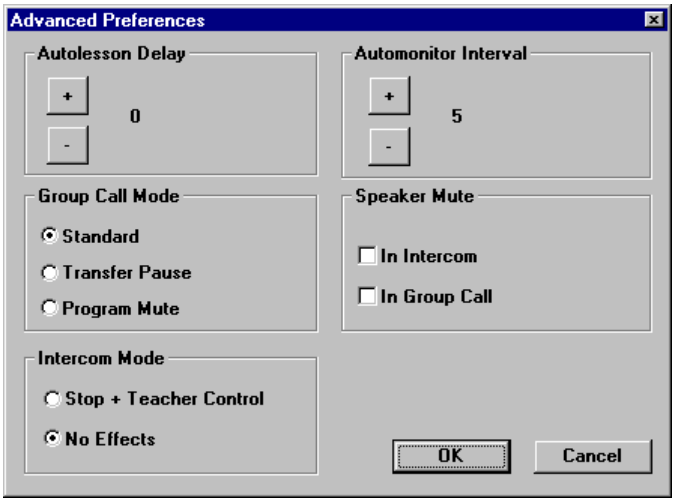
Student Microphones Muted is either On or Off (default) when transferring a programme. If **Student Microphones Muted** is On, programme transfer is as normal except that the student track is erased.

Automonitor Scan allows you to select whether Automonitor scans students by student number or by group division.

Clicking the **Advanced** button opens the Advanced Preferences window.

Advanced Preferences

Advanced Preferences offer advanced user options.



Autolesson Delay is the user-definable period following the last sentence in a programme before which tape rewind begins.

Group Call Mode offers a choice of how student recorders are controlled, if Group Call is used during programme transfer:

1. **Standard**: Group Call does not interfere with programme transfer; the teacher's speech is heard alongside the programme.

2. **Transfer Pause**: Programme transfer is stopped during Group Call.

3. **Programme Mute**: Programme transfer continues as per normal, but the programme is muted in the students' headsets.

Automonitor Interval allows the time spent on the automatic monitoring of each student to be varied.

Speaker Mute selects situations in which the classroom loudspeakers are muted to avoid acoustic feedback. The user can select muting separately for Intercom and Group Call.

Intercom Mode allows teachers to change the functionality of student recorders during Intercom. The default is **Stop + Teacher Control**

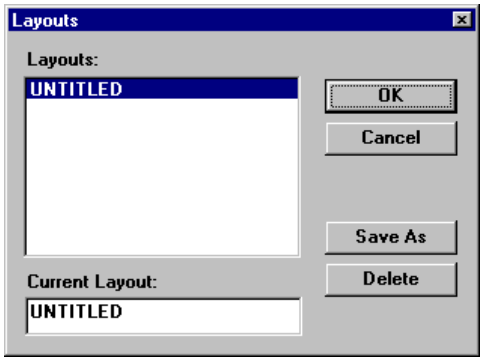
Exit

To exit the Setup program.

Layout Menu

Available Layouts

You can save new student icon layouts by clicking the **Save As** button, e.g. "butterfly tables open" or "butterfly tables closed". If you want to delete a previously saved layout, select the layout name in the list box and click on **Delete**. Modifications are saved by clicking the **OK** button.



New Student

Creates a new student icon. The student icons are numbered automatically from one upwards. The Insert button also adds a new icon to the Class window. If you do not want automatic numbering, hold down the SHIFT key and press the Insert key.

Delete Student

This function deletes the next student icon clicked on. The remaining student icons are automatically renumbered. The Delete button also adds a new icon to the Class window. If you do not want automatic numbering, hold down the SHIFT key and press the Delete key.

Raster 0 - Raster 8

To set the sharpness of the raster used in placing the icons.

Grid 8 - Grid 32, Grid Off

Grid commands set the density of the grid used in placing icons. The **Grid Off** command removes the grid.

Button Size (45 x 45, 55 x 45, 65 x 45, 75 x 45)

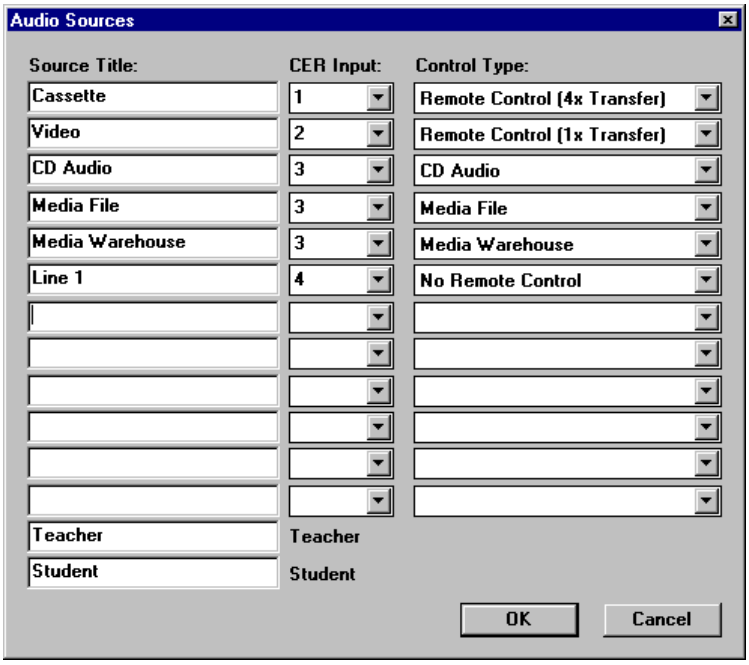
Button Size determines the size of the student button. The fewer the students in the Media Resource Centre, the larger the button size that may be used.

Settings Menu

Commands for defining the Media Resource Centre's programme sources and connecting them logically to one another are found in the **Settings** menu.

Audio Sources

Defines the lab's audio programme sources.



Assign a user name to the audio source in the **Source Title** field.

The **CER Input** field states the programme source connector number. This is the CER-3000 programme source connector number (1-8). Only sources in the first four ports can be used as recording devices in the source-to-source function. The port for all digital sources (CD, Media File and Media Warehouse) should be the same because the audio is channelled through the sound card.

The **Control Type** field defines the set of features to be used for an audio device. The programme sources are divided into categories on the basis of their features and remote control options:

No Remote Control: defines a source without remote control (type 0).

Remote Control (1xTransfer): defines a source with remote control (type 1).

Remote Control (4xTransfer): defines a programme source with both remote control and 4x normal speed programme transfer (type 2).

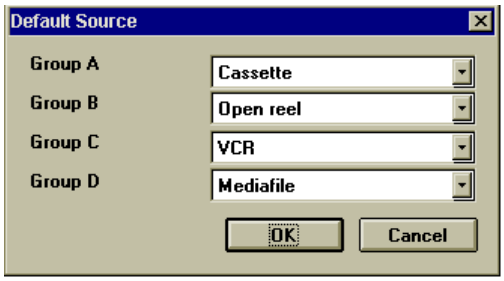
Media File: Media File e.g. WAV file (type 3).

Media Warehouse: Media Warehouse, which is a textual link to a WAV file (type 4).

CD Audio: (type 5)

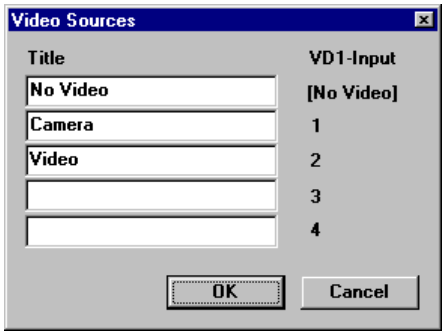
Default Sources

Defines the default programme source for each student group. Select the source from the group's pull-down menu.



Video Sources

This defines the programme source devices for the video network and "ties" them to the Video Distributor 1(VD1) programme source inputs.



Video Source Title Field

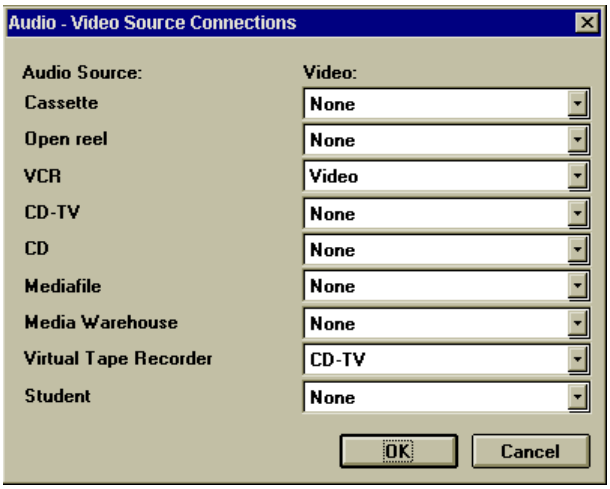
The name of the video programme source is defined in the **Title** field. On the first line, where 'No Video' is specified, select the programme source default (for when no other programme source is connected).

VD1 Input

Defines the Video Source connector number for the VD1 unit.

Audio - Video Source Connections

Links audio and video sources.

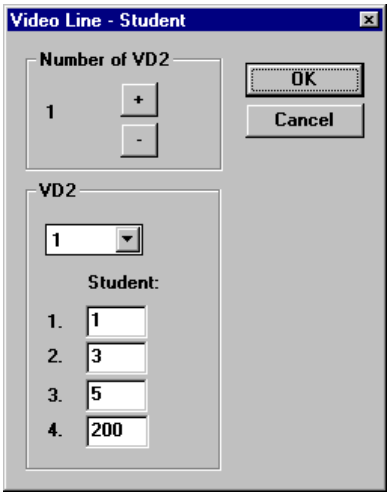


Audio Sourceassigns names for the audio programme sources.

Video Sourceassigns names for the video programme sources.

Video Line - Student Connections

Defines the principal user for each student video connection. The principal user is the student who controls the video connection with his or her device.



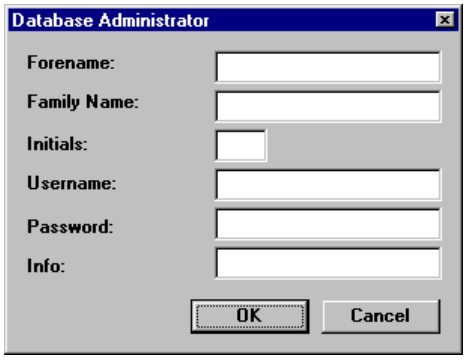
The **Number of VD2**field defines the number of VD2 units in the video network. By clicking**+** or **-** the user can increase or decrease the number of VD2 units.

Select the active VD2 unit by clicking in the VD2 list box. The user can then select students for the active unit.

When VD is used in the Dual Teacher System, you should set one "student number" to 200. This allows one extra teacher monitor line for the second teacher.

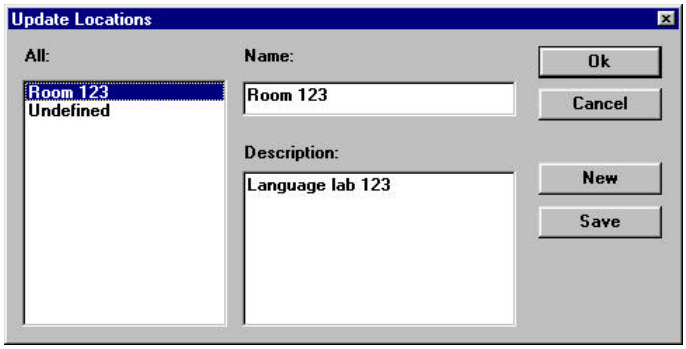
Database Administrator

The user must give the name, initials, user name and password for the first database Administrator. The program must be reset in order to change the first administrator's data. When a database Administrator is added, the password should be carefully remembered for future use.



Update Locations

In the **Update Locations**dialog, a user can add a new location, update and delete existing ones. The term "location" means physical space in the building. It means nearly the same as "room", so you can define one location for each physical room.



When there is only one lab in the specific environment, this dialog is used in the following way: 1. Give a location name to the **Name** field and 2. Click the **Save** button. The new location is then added to the database.

If there is more than one lab in this environment, you should add all the locations from this dialog by clicking the **New** button, inserting appropriate data and clicking the **Save** button.

Adding a New Location

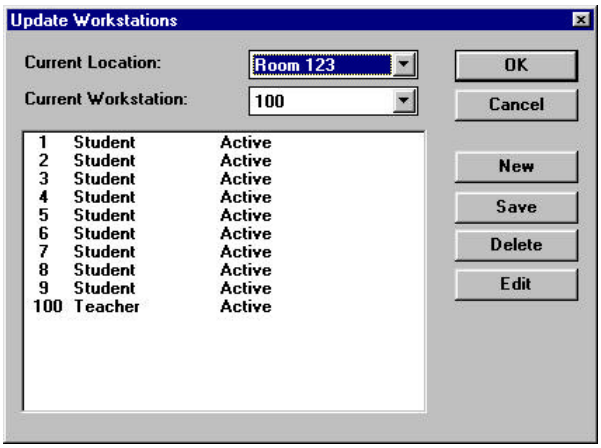
1. Click the **New** button.
2. Insert location name and description.
3. Click the **Save** button.

Updating a Location

1. Select the one of the existing locations by clicking in list box on the top.
2. Change the appropriate data.
3. Click the **Save** button.

Update Workstations

In the **Update Workstations** dialog, the user can save the student workstations and teacher's workstation to the database. The term "workstation" means here PC position, AAC position and AA position. This dialog also links the teacher workstation and all student workstations to the specific location.



The first field is the workstation number, the second field is a workstation type (**Student/Teacher**) and the third field is a workstation status (**Active/Removed**). All the student workstations which are visible in the Class window (in the current layout) are located in this list box.

If you want to insert more workstations, click the **New** button and give a workstation number to the **Number** field. To delete a workstation, select it from the list box and click the **Delete** button. If a workstation is currently removed and you want to activate it, you should change its status by clicking the **Edit** button and change the status from the property page.

How to Use Update Workstation Dialog

Note: First make the class layout and save it. It is then easier for you to use this dialog.

1. Select a location from the **Current Location** list box. The location you have added from the **Update Locations** dialog is selected as the default location.

2. The **Current Workstation** setting refers to the teacher's workstation number. The default for this setting is 100. If you are installing more teacher computers (e.g. for Dual Teacher System), you should change this setting to 101 for the second teacher's PC.

3. Check that all the student workstations are in the list box. Add any missing workstations.

4. When all the data are correct, click the **OK** button. You can also cancel all the changes by clicking the **Cancel** button.

Adding a New Workstation

1. Click the **New** button.

2. Insert a workstation number in the **Number** field on the properties page and then select the status (the default is **Active**).

3. Click the **Save** button.

Updating a Workstation

1. Select one of the existing workstations by selecting an item from the workstation list box.

2. Change the appropriate data.

3. Click the **Save** button.

Deleting a Workstation

1. Select an existing workstation from the workstation list box

2. Click the **Delete** button.

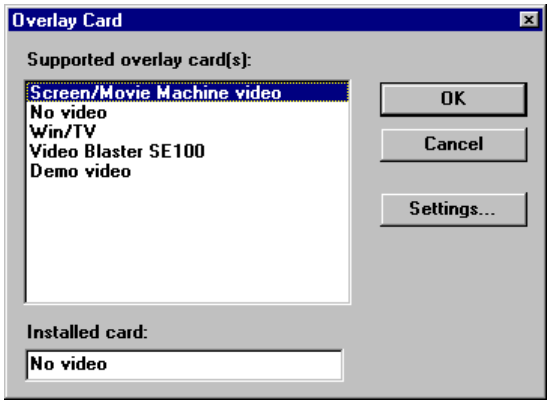
3. The Workstation status will change to **Removed**

Video Overlay

Note: Before Setup, you must first install the appropriate card in Windows.

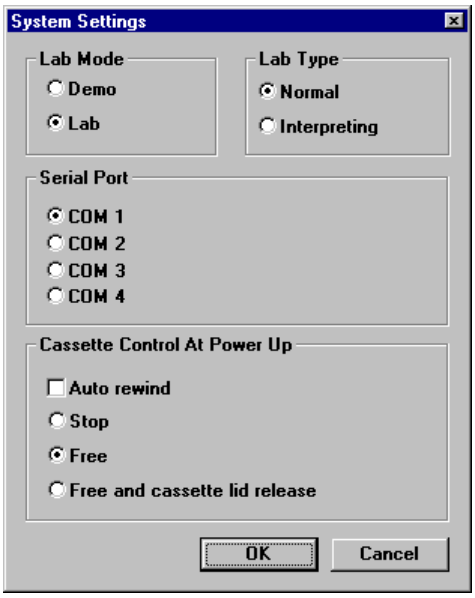
The active overlay card can be changed in the Video Overlay window by selecting the card and clicking **OK**. All the available overlay cards are displayed in the list box at the top of the window. The active overlay card is displayed beneath the list box.

The **Settings** button allows you to change the standard (PAL, NTSC, SECAM) and the input connector (Source 1, Source 2), if those settings are possible.



System Settings

Defines issues relating to the equipment and features of the program.



Lab Mode

Sets the operational mode of the program.

Demo sets the program to demo mode. In demo mode it may be run on the master PC, independently of the language lab's electronics.

Lab makes the program function normally.

Rewind at Power Up

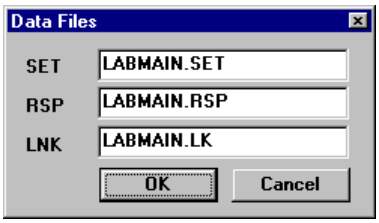
To rewind student recorders at start-up, set to On or Off.

CER-3000 Serial Port

Selects the serial port connected to the CER-3000.

Data Files

Assigns names to the definition files. The definition files are saved with the **Save** command.



Pedagogical Network Setup (e.g. Classnet)

You can begin the Pedagogical network setup by selecting the appropriate Menu item from the **Settings** Menu. The Pedagogical network system is setup by clicking the **Select** button and selecting the PC positions one by one. After you

have selected the correct PC position, the PC icon and position number will appear to the student icon.

If you have clicked the icons in the wrong order, you can cancel the last PC position by clicking the **Cancel** button in the Function window. The **Cancel All** button is for starting the Pedagogical network setup from the beginning. By clicking the **Fixed** button, all the student positions will also have the PC, which is connected to the Pedagogical network. All the changes are accepted by clicking the **OK** button. Respectively all the changes will be cancelled by clicking the **Cancel** button (at the bottom of the window).

Specifications for Master Video Window

If the video network and video card have been installed, the master Video Window parameters must be set.

Clicking the Video Window button makes a video window appear in the student field. The position and size of this window may be altered.

Altering the Position of the Window

First move the pointer over the caption bar of the video window. Hold down the left-hand button of the mouse to move the window to its new position.

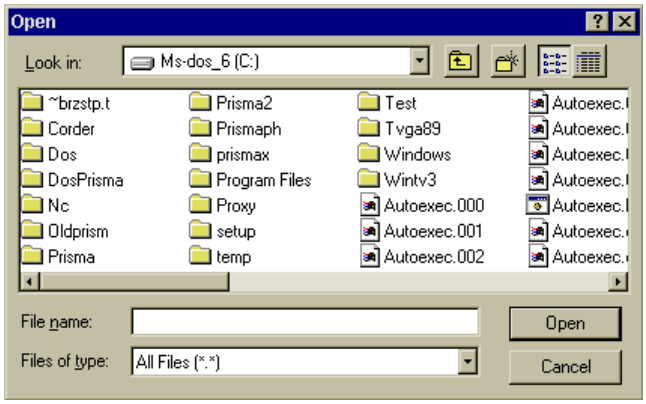
Altering the Size of the Window

First move the pointer to the bottom right-hand corner of the window, where it changes into a double-headed arrow. Hold down the left-hand button of the mouse to change the size of the window (its shape remains constant).

Optional Software

Clicking on the Remote Control or Dictionary icons brings up a window showing the program path and parameters of each. Use the Browse button to search through your hard disk(s) in the File Open window.

You should always install the dictionary/remote control program itself in Windows before using the Setup program.



Remote Control Program

The program may identify student workstations as follows: the name for workstation 1 is WKS1, for workstation 2, WKS2 and so on. Once you have defined a path for the remote control program, you should also define the parameters i.e. you must define the actual command line for using remote control.

Below are three examples of how to setup remote control programs:

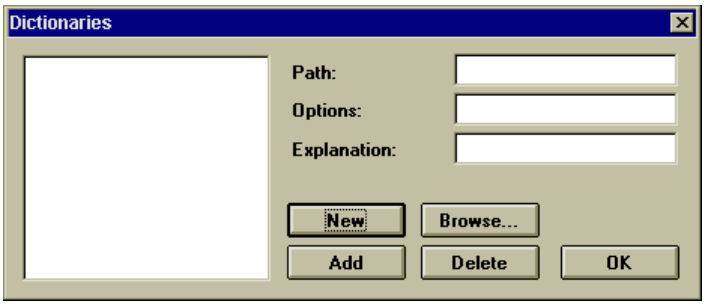
1. The REACHOUT program, the parameters should be *PHONE=WKS%d* The program replaces the %d parameter with the student number; for example, workstation 1 will be called using the parameters PHONE=WKS1. The command line will be C:\REACHOUT\VIEWER.EXE *PHONE=WKS%d*

2. The PROXY program, the parameters should be WKS%d. The command line will be C:\PROXY\PROXY.EXE WKS%d.

3. The PC-DUO program, the parameters should be * */UIP /Cwks%d*

Dictionary Program

Any dictionary program can be installed on the teacher's computer. The teacher may select the installed dictionary by clicking on the dictionary icon in the toolbar.



The path to the dictionary program must be defined in the same way as that to the remote control program.

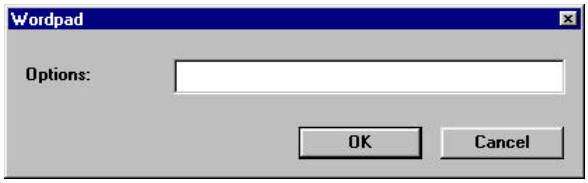
Linking Other Applications

You can directly launch different kinds of applications from the main application's **Other** Menu. If some applications are linked with this dialog , you can see those as items in the **Other** Menu.

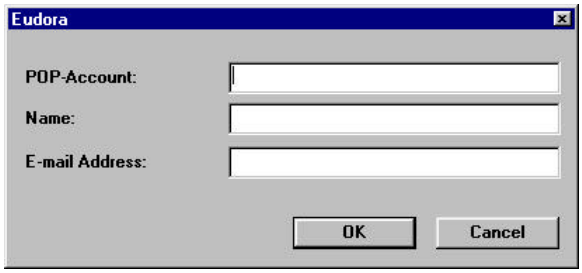
When an item is selected from the Menu, one of the following dialogs appears: None, Connect, Options or E-mail. When no dialog is needed, **None** is set.

Connect dialog:

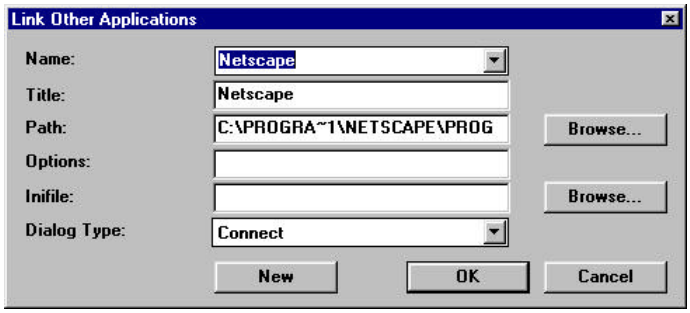
Options dialog:



E-mail dialog:



You can make new links by clicking the **New** button and filling all the necessary fields. If you want to change the existing links, select the appropriate application from the **Title** list, change the fields and confirm the changes by clicking the **OK** button.



How to Link Other Applications

If you want to link some other applications to the main application's **Other** Menu, you should follow these steps:

1. Select the **Link Other Applications** command from the **Settings** Menu.

2. Give the Network Application a name in the **Title** field (e.g. Netscape). If there are already some applications in the list, you must click the **New** button and then enter a name in the **Title** field.

3. Select the application by clicking the **Browse** button and searching for the file.

4. If you want to give some options, enter them in the **Options** field.

5. The INI file can be browsed by clicking the **Browse** button.

6. Select the dialog type (None, Connect, Options or E-mail).

Setup Files

LABMAIN.INI File

The LABMAIN.INI file is utilised by the program. The user can modify its settings in the Setup program. When the user saves settings in the Setup program, both a SET file and the INI file are saved. All the hardware settings are contained in the LABMAIN.INI file. There is only one INI file per the environment, but many SET files.

NAME

The application name as shown in the title bar (e.g. NAME=application).

LOGO

The title text, e.g. the name of your institution.

DATAFILES

The user Setup file name, test results file name and link file name are saved in SET, RSP and LNK constants.

For example, SET="LABMAIN.SET", RSP="LABMAIN.RSP" and LNK="LABMAIN.LK".

MODE

Possible values for MODE are LAB and DEMO. LAB shows that the language lab is functioning normally, and DEMO indicates that the teacher's computer is not connected to the lab's electronics.

SERIALPORT

The CER is connected to a serial port. Possible values for this port are COM1, COM2, COM3 and COM4.

VDWIN

Video window position variables (x, y) and size variables (cx, cy) are delimited by commas, e.g. 299,124,250,200.

MASTERS

The parameters given for the programme sources are: the source number (index), CER-3000 hardware port, source type and source name.

For example:

0,1,2,Cassette

1,3,1,VCR

VIDEOS

VD1 numbers and names for video sources.

For example:

0,None

1,Camera

2,VCR

LAYOUT

Student positions on screen (student number, x, y, cx, cy, group).

For example: 1,32,368,45,45

AUDIOVIDEO

Audio-video pairs (CER-3000 port and VD 1 source number).

For example: 1,1 or 2,1

STUDENTVIDEO

Video sources for students (student number and VD 2 output).

For example: 5,1

REWINDSTUDENTS

Automatic rewind of student recorders at the program Startup (ON or OFF).

MAXSTUDENTS

Maximum number of students in language lab: 0 for normal lab and 1 for interpreter lab.

EJECTCONTROL

Student recorders' Eject control. Possible values are STOP, FREE and ENABLE.

REMOTEPROGRAM

Remote program, which is executed when the remote program icon is clicked in the toolbar.

For example: PROGRAM=C:\PROXY\PROXY.EXE and OPTIONS=WKS%d.

COMMON

The database name is saved in the DATASOURCE constant. For example: DATASOURCE=ShMem SOLID.

The following items are for differentiating locations and workstations from each other: LOCATIONID, WORKSTATIONID, LABLOCATION1 and LABLOCATION2. These are updated, when you have used Update Locations or Update Workstations dialogs.

If the program is used in a network (connected to another computer used to drive CER-3000), SERVER-setup parameters are needed. IPADDRESS is a server IP address and PORT is a server port.

LABMAIN.SET File

All the user configurations are saved in the LABMAIN.SET file:

1. Preferences information (from the **File** menu).

2. The grouping of students.

3. Programme sources for groups.

ODBC Setup Files

ODBC.INI

The ODBC.INI file contains the database name and the ODBC driver. For database functions, the ODBC.INI file should consist of at least the following rows:

[ODBC Data Sources]

ShMem SOLID=SOLID Server 2.1

[ShMem SOLID]

Driver=C:\WINDOWS\SYSTEM\scliw16.dll

Description=SOLID Server 2.1 16bit

Driver32=C:\WINDOWS\SYSTEM\scliw32.dll

[ODBC 32 bit Data Sources]

ShMem SOLID=SOLID Server 2.1 (32 bit)

ODBCINST.INI

ODBCINST.INI consists of all installed ODBC drivers. At least the following rows should be included in the ODBCINST.INI file:

[SOLID Server 2.1]

Driver=C:\WINDOWS\SYSTEM\scliw16.dll

Setup=C:\WINDOWS\SYSTEM\solsetup.dll

[ODBC Drivers]

SOLID Server 2.1=Installed

[SOLID Server 2.1 (32 bit)]

Driver=C:\WINDOWS\SYSTEM\scliw32.dll

Setup=C:\WINDOWS\SYSTEM\solset32.dll

32Bit=1

[ODBC 32 bit Drivers]

SOLID Server 2.1 (32 bit)=Installed

Glossary of Terms

Administrator

Administrators have the highest priority access to the database. They may add to, delete from and update teacher and student data, as well as other Administrators' data.

All Call

When All Call is selected, the teacher's voice is heard by all the students. Student recorders in free work are stopped and come under teacher control.

Audio-Active Comparative Student Station

A student workstation with a recorder. The student can record programme source material on one track and his/her own speech on the other track.

Audio-Active Student Station

There is no student recorder at this station. The student can listen to a programme sent from either the master recorder or an external programme source.

Autolesson

Automatic programme transfer to students. The student tapes are first rewound, after which programme transfer begins. Transfer ends when there is a pause of a specified length (Autolesson delay). The student tapes are then rewound and the students freed to do independent work.

Automonitor

Monitors all students, moving automatically from one student to another after a certain period of time. The automonitor symbol appears on the student icon of the monitored student. Students may be monitored either by group or by student number - the choice is made in the **File-Preferences** window.

Button

A raised, differently-coloured area. Pressing it starts or stops a function.

Call

For the student to call the teacher. The word Help appears on the student icon of the calling student. When the teacher clicks on the icon, a line of communication is opened and the call is accepted.

Camera

With the **Camera** button, the teacher sends the programme from the video programme source to all student monitors and the teacher's monitor. The source in question is that connected to the first video programme source connector in the video network. This would usually be the document camera.

Class Speaker

The teacher may use the classroom loudspeaker to listen to the programme. It is muted during Group Call and Intercom to avoid acoustic feedback. Muting can be switched off in Preferences.

Class Window

Each student is represented by his/her numbered icon in the Class window. The icon layout is "as you see it" in the classroom.

Clicking

Using the mouse to position the pointer at the appropriate place on the screen, and then pressing the mouse button.

Free Work

No programme transfer to the students - independent work only.

Function Window

This window contains all the parameter controls for a particular function (e.g. Pair Discussion).

Group Button

Clicking buttons A, B, C, D or L activates the source control for the group indicated.

Group Call

Click Group Call when you want to speak to the whole group. Student recorders in independent work stop and come under teacher control.

Group Conference

Members of a specific group can talk to each other once the group has been created by the teacher. One or more Group Conferences may take place at the same time. The teacher can participate interactively by clicking **Mix** or use Intercom to talk to one member of the group at a time. Student recorders are under teacher control during a Group Conference.

Group Control

Group controls are for controlling all the student recorders in an active group.

Group Window

The Group Window contains group programme source controls, programme transfer controls and group controls.

Grouping

Students may be divided into groups to work with different tasks. The program has four teaching groups (A, B, C and D) to which a programme can be transferred, and one Library Group (L) for independent study.

Infrared Device Controller

Infrared-controlled devices, such as a video recorder, may be remote-controlled using the Infrared Device Controller.

Intercom

Through Intercom, the teacher and student can hear and speak to each other. A student recorder in free work is stopped and comes under teacher control. The teacher can also control the student recorder through the Student Monitor window.

Library Group

The Library Group works independently, selecting its own programme sources. The teacher may monitor and talk with any student in the Library Group.

Mark

Students can place an electronic bookmark on the student track of a recording. There are ten bookmarks (1,2,...9,0). The teacher can also set bookmarks (6, 7, 8, 9, 0) for the student during Monitor. The Search button is used to wind to the bookmark and for playback.

Master Audio Panel

The Master Audio Panel (MAP) is located on the left-hand side of the master desk. There are controls for teacher headset volume, and classroom loudspeaker bass, treble and volume.

Media File

A media file is a digitised sound and/or picture file (e.g. WAV).

Media Warehouse

The Media Warehouse forms the link between the file name (e.g. dingdong.wav) and the explanatory text (sound of a church bell at noon). Teachers do not have to remember file names and paths - they may use the explanatory texts instead.

Menu

The Menu is at the top of the Main window. The Menu items ar**File, Layout, Settings** and **Help**.

Mix

An editing function which mixes programme source sound and the teacher's voice.

Model Student

A Model Student is a student who is used as the programme source. The Model Student is indicated by the letter M on his or her student icon. The Model Student can be changed.

Monitor

The teacher's screen shows an image of the student recorder panel through which student recorder operation can be monitored. The teacher can set bookmarks during Monitor, and can hear the student's programme and speech. If the video network is in use, the teacher can see the student's video picture on the video monitor. The student will not be aware of being monitored.

Mouse

Used to control the Media Resource Centre.

Pair Discussion

This function allows students to be linked in a Pair Discussion. Both the number of students in a pair and number of the pairs may be varied, and pairs may be created across group boundaries. Students can hear the other member(s) of the pair. Student icons show the student numbers of those in Pair Discussion.

Phone Conversation

Students can take full advantage of this function to make telephone calls and take part in totally life-like conversations.

Preferences

The program has certain initial settings which the teacher may change to suit his/her taste.

Programme Source

Each device in the master desk that the teacher uses to transfer sounds or pictures to the students is referred to as a Programme Source.

Programme Track

The Student Recorder runs two tracks - the Programme Track and the Student Track. The Programme Track records the audio part of the Programme Source.

Programme Transfer

The Programme Transfer controls are **Transfer**, **Fast Transfer**, **Autolesson**, **Fast Autolesson** and **Manual**. Programme Transfer is controlled through the Group window.

Response Analyser

The **Response Analyser**is an automatic system for putting multiple choice student responses to test questions up on screen and/or to paper.

Restart

Select this option to reboot the system from scratch.

Statusbar

The Statusbar is a status row at the bottom of the main window. It is divided into four parts. Each part shows a group status and the group Programme Source.

Student Audio Panel

Control keys and an information display for the student.

Student Icon

The Student icon shows the student number and provides the teacher with information about the status of the student recorder.

Student Track

The student recorder runs two tracks - the Programme track and the Student track. The Student track records the student's speech.

Test

The **Test** menu contains the**Response Analyser**and **Response Recording** functions.

Toolbar

The Toolbar us on the top of the main window and contains control buttons.

Tooltip

Tooltip is for users who cannot always remember the meanings behind icons in the toolbar. To get help, move the cursor onto the icon in question and wait for a moment. Help comes on screen after a few seconds.

Video Network

This network allows for individual video distribution to each student.